NIGHT GATE

DangerousBob Studio LLC © 2022

Overview

Night Gate is a vampire-themed, open-world action horror game. This is your vampire-hunting guide! Below are game controls and enemy breakdowns.

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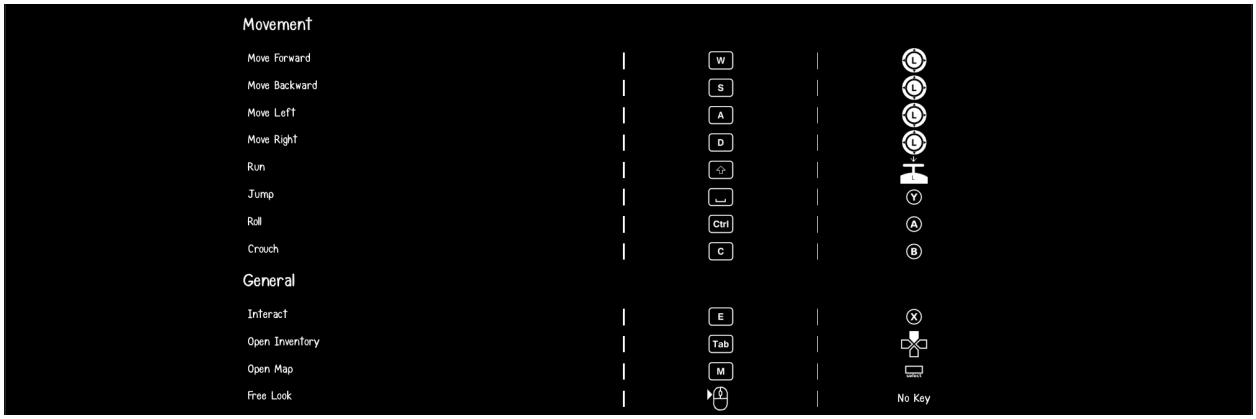
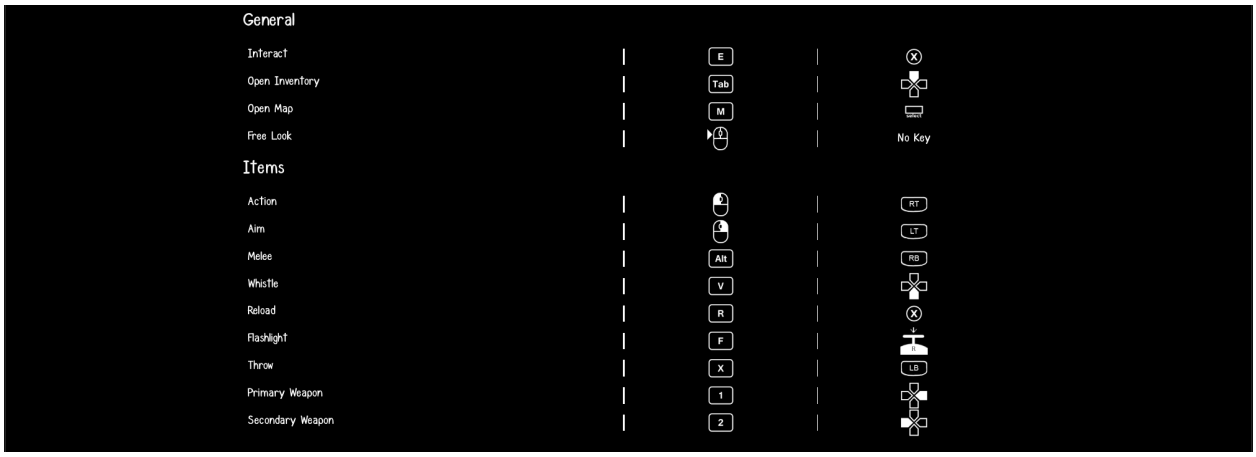
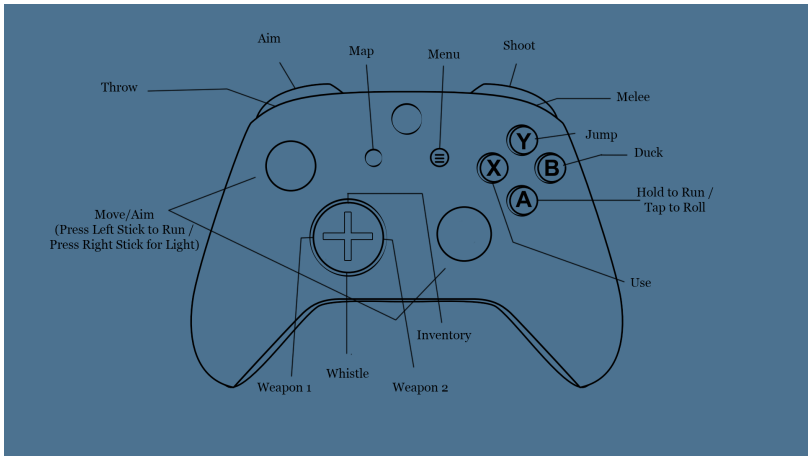
Game Controls

Keyboard *Controller*







The Night Gate (the story so far)



Vampires have terrorized humans for thousands of years, but the sparse population of early human civilization didn't allow for the vampire disease to spread beyond the caves and hills of eastern Europe. Most vampires went into hibernation when the Black Death brought the human population to such a low level that there was not sufficient food for the vampires to procreate and so they slept and fell into myth.

As modern man overpopulated the earth into the billions, combined with the rising temperatures of the climate, there was an awakening of the vampires and other creatures of the night. Now with an overpopulated planet, the vampires began to spread uncontrollably. This period was known as the "Great War," believed to have taken place in the early 21st century. That was ancient history, now in the present, vampires have taken over the earth.

At some point after Great War, the Night Gate was built to divide the world between good and evil. Most of this knowledge has been lost to time as the remaining humans live in settlements inside the Night Gate. Dairy Town is one of these settlements. But word is that the vampire Lord Grendel is building a new army to break the Night Gate and enslave mankind once and for all.

Enemies

Alpha-Vampire



Alpha-Vampires are extremely old vampires from centuries ago that have slowly grown in power. As the older a Vampire is, the more powerful they become. Alpha-Vampires have multiple hearts that randomly grow on their body, and that is their only weakness other than sunlight.

Beta-Vampire



Young mature Vampires, these guys are almost impervious to damage. Their weak spot is the exposed red heart they have on their chest. A well-placed shot with a crossbow can take them out quickly, but don't let them get too close because they can dish out massive damage. Vampires can not go out in the sun or they will catch fire and die.

Half-Vampire (Ghouls)



Half-Vampires are humans that have been bitten but failed to mature into Beta-Vampires and are often referred to simply as “Ghouls.” Zombie-like, these creatures stumble around looking for blood. They are dim-witted, but can still use simple weapons such as axes or even rifles that they find laying around. Since they are only half-vampires, a shot to the head can kill them. That said, they can not go out into the sunlight and will burst into flames if they do so.

Vampire Bat



An ancient creature of the night, little is known about their origin, vampire bats were one of the first creatures to emerge from the ground and start the vampire plague. They tend to stay in dark places and often ambush without warning. At night they patrol the sky and swoop in to attack prey when spotted. They are extremely sensitive to daylight and will burst into flames if they go out during the day.

Werewolf



An ancient creature of legend, the origin of the Werewolf is unknown. The Werewolf can not be harmed by normal weapons. Only *silver* can harm the Werewolf. If you do not have a silver weapon on you, and you see the Werewolf, you need to run!

Giant Leech



Be careful going into any deep water for it is likely to have leeches. If you stay on your Airboard however, they will leave you alone. They tend to stalk their prey underwater and emerge right at the last section to strike. If you are quick with your gun, you can shoot them right as they pop their head out of the water. Giant Leeches can go out during the day or at night, so always be on your guard when in water.

Characters

Robin Ravenwood

A skilled vampire slayer, Robin has been trained in the arts of monster hunting. Robin has personally been selected to hunt down the Master Vampire, Grendel.

Lord Grendel

Grendel is the primary antagonist of the game. Grendel is building a horde to march on the Night Gate and Robin must stop him before he does so.

Colonel Alfred Clark “Chief”

Leader of Dairy Town, Alfred is an elderly vampire hunter that is far too old to go on missions. Instead, he offers his wisdom and leadership as a guide to Robin.

Sammy Shaw

A merchant in Dairy Town, Sam is friends with Robin, he sells TNT.

Dr. Van Clouse

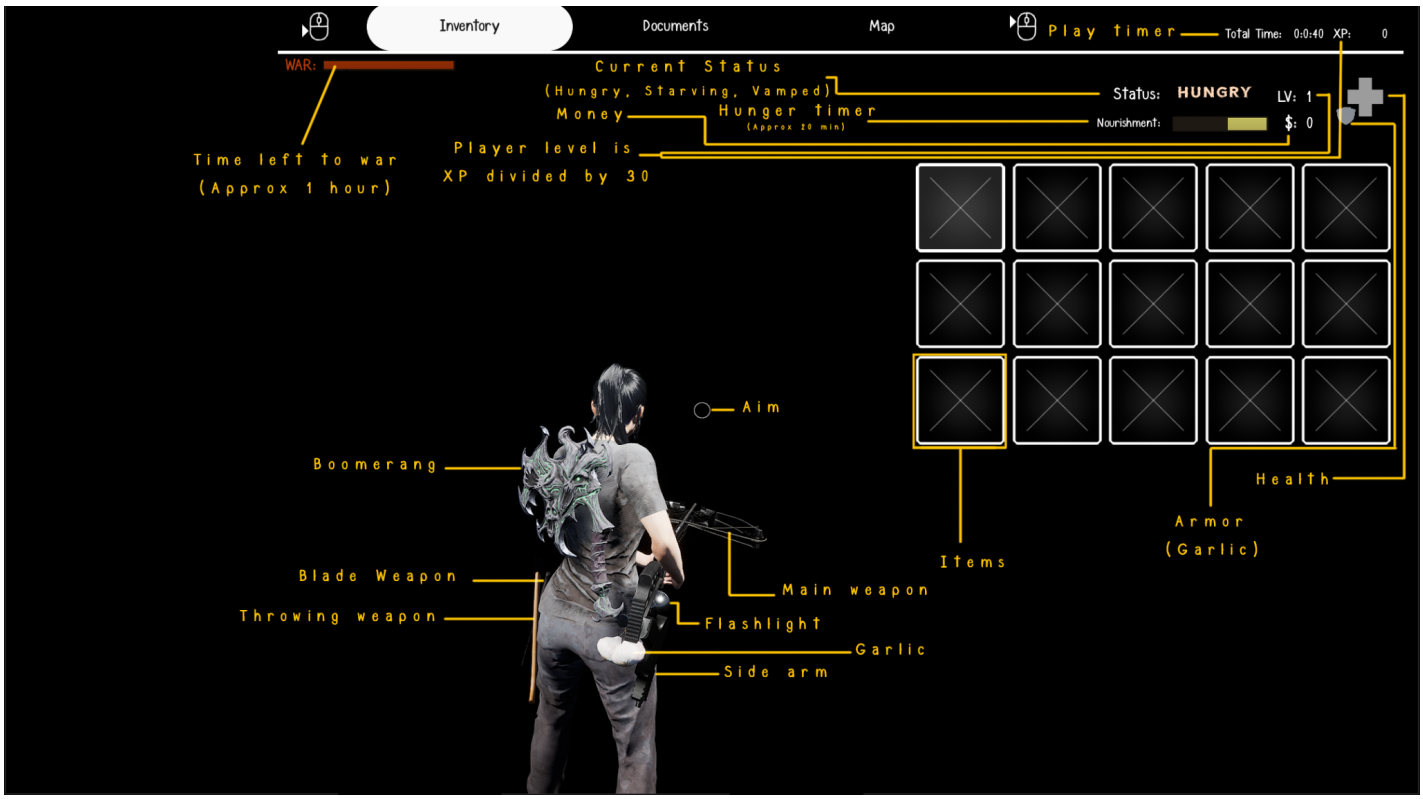
A historian and researcher that left to find Grendel himself. He has left notes throughout the Bayou that will help guide Robin on her quest.

Survivors Guild

With an HQ in Dairy Town, the Survivors Guild is a resistance organization against Grendel and his horde. They offer protection to lost humans and are led by Colonel Alfred Clark. They man the walls of the Night Gate and battle vampires that manage to get into the safe zone.

HUD

Below is a breakdown of your hud with the inventory open.



Status: Your current player status. This is either, Fine, Hungry, Starving, and Vamped.

Hungry/Starving is based on your nourishment. Eat foot to go back to “fine” status.

Vamped is based on if you get bitten by a vampire. You will need to get anti-vamp item to heal.

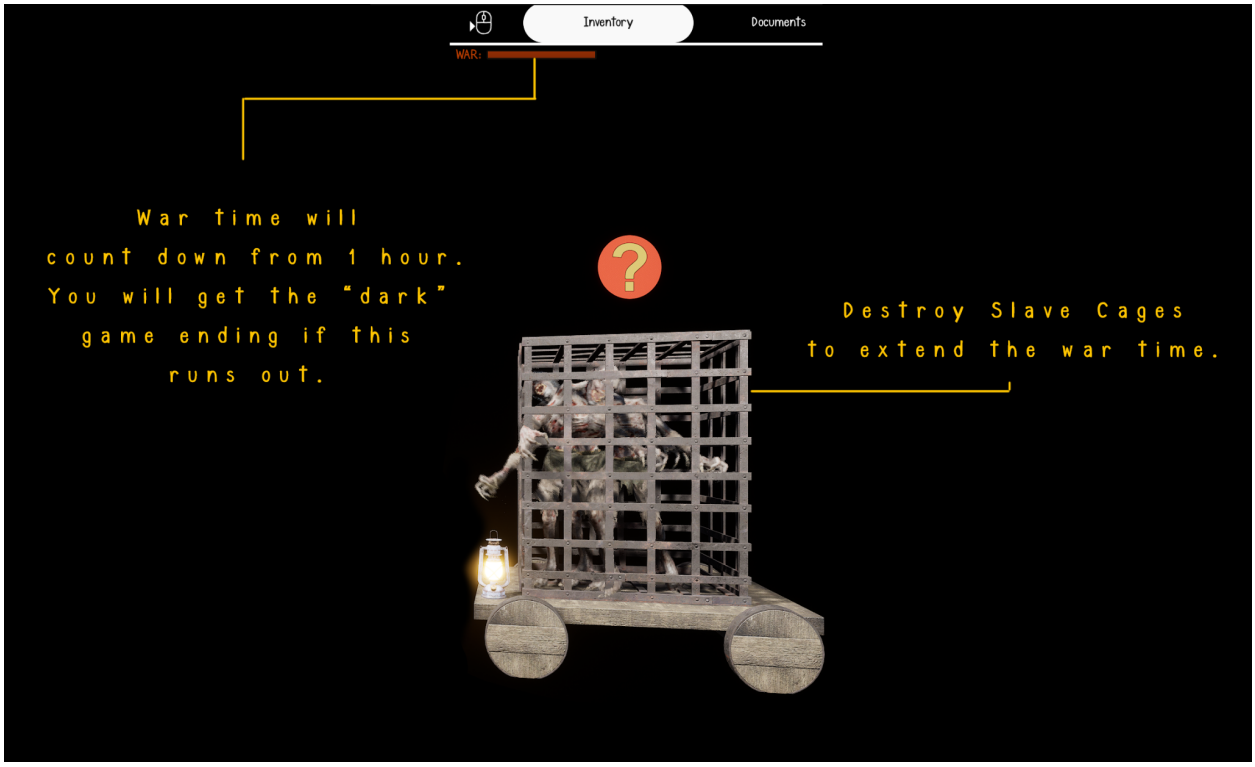
You get XP by killing enemies or completing tasks. Your player level is your XP divided by 30. For example XP of 100 would be a player level of 3. Some areas are blocked to lower-level players, XP can also be traded in for special items. Level rank is also how you get your rank at the end of the game. Jump to page 12.

Money can be used to buy items at in-game shops.

Garlic acts as body armor for the player. If you have garlic on your person, you can take X2 damage.

War Countdown

Grendels horde is being assembled to attack the Night Gate. The player has a time limit to stop the horde. The time limit is roughly one hour but can be extended by destroying Slave Cages.



Slave Cages will be replaced every day, so you can keep the war timer extended. The war timer will go away once you get the Night Gate auto cannons activated, as they will neutralize the horde. To activate the autocannons you must find the Finx and Viper icons and put them into the Night Gate.

If the war timer reaches 0 you will face the game's alternate 'dark' ending where you must fight Grendels army at the Battle of South Gate. The Battle of South Gate is a doomed fight where the player must face 10,000 enemies in a fight to the death.

Weapons

Mystic Boomerang

An ancient Boomerang that can cut enemies in half. This weapon will be your go-to once collected and can be upgraded to do massive damage. The three upgrade levels are Acid, Flame, and Silver. There is a cool-down effect when used.



Crossbow

A compound bow is used to hunt vampires. While the crossbow is slow to reload, it can be equipped with 4 different types of arrows: normal, explosive, blade, and silver. A scope upgrade can make it a sniper weapon.

Pistol

A standard 9mm handgun, this weapon offers all-around quality. The pistol is your starting side arm and is great for quickly shooting ghouls in the head.

SMG

An automatic sub-machine gun pistol that can fire off shots quickly. Great for clearing a room of ghouls.

Shotgun

A shotgun has a lot of stopping power. You can blow off enemies' limbs and stop them in their tracks.

Battle Rifle

A highly accurate battle rifle that offers a great combination of stopping power and accuracy. Though difficult to get your hands on, this weapon can be lethal. The rifle can be upgraded with a bump stock to go full auto.

Magnum

A .44 magnum offers massive stopping power. You can take a ghoul's head clean off, even if they have a helmet on.

Throwing Axe

The throwing axe comes in two varieties, steel, and silver. The throwing axe has a 1/3 chance of getting a headshot on ghouls for an instant kill. The silver throwing axe is a great weapon to use against a Werewolf.

Holy Water

Holy water burns vampires and can be used as a grenade. The holy water will create an AOE zone that will burn any vampires that walk into it for 3 seconds.

Knife

You start with a standard hunting knife, which can be used to skin animals or attack enemies in a pinch.

Game Ranking

The game is ranked based on your player level. You gain levels by beating quests and defeating enemies.

S Rank.....90 Lv

A Rank.....80 Lv

B Rank.....70 Lv

C Rank.....60 Lv

D Rank.....<60 Lv

Additional credits

A game by DangerousBob Studio LLC

Built on Unreal Engine 5
Cover art by adrytia45
Horror Mechanics - indvdl software
Werewolf - Andryuha1981
Astaroth - D'lakrua
Drake the Dragonkin - MalberS Animations
Chaser - D'lakrua
Astral Monster - Psyxodel
Oldest Vampire - Oldest Vampire
Scavenger Ghoul - Daemon3d
Demon Bat - Protofactor inc
Demon Destroyer - mr.Necturus
NPC Small Worm - Game-Ready
Medhue Trout - Medhue
Battle Car 5 - 3D Havolk
Vampire Boss Set - RamsterZ
Survival Animations - RamsterZ
Zombie Animations - RamsterZ
Wetland Sanctuary Environment - Leartes Studios
Survivor's Safe House - Dekogon Studios
Stylized Fantasy Weapon Pack - PestilenceStudio
Dynamic Grass System Lite - S. Krezel
Infinity Blade VFX - Epic Games

Dark Forest - Dave Berg
Train Yard - Volodymyr Stepaniuk
Medieval Farm Modular - GameAssetFactory
Underground Corridors - Dave Berg
Modular Dungeon Kit - AS Designer
Water Surface Simulation Tool - No
EasyFog - William Faucher
MetaHumans - EpicGames
Advance Weapon Pack - GrayBite Studio
Ancient Treasures - Dekogon Studios
SplashesFxPack - Harry3D
Injured Animation Pack - Center of Nothing
Horse Starter Kit - Living Systems
Customizable Survival Girl/Man - IdaFaber
In Game Photo Mode - xidePunk Studio
Interface & Item Sounds Pack - Daydream Sound
Lens and Film Post Process - AZETON games
Monster Voice Sound Effects - DaveDeville
Blockbuster Tension + Action Music Pack - Kyle Wittlin
Distorted Piano Soundtrack Bundle - Ada Maskil
Choral Beauty Music Pack - Taylor Brook Music
thaFlux Horror Music Pack #2 - thaFlux
Gothic Horror Music - yellaUmbrella Music
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